

AMENDMENTS TO THE CLAIMS

The following listing of claims shall replace the claims as originally filed.

- 1 1. (Original) A method of providing information about an object through a
2 graphical interface, the method comprising:
3 creating and storing scalable vector graphics (SVG) statements in a document, the
4 SVG statements associated with a graphical representation of the object; and
5 binding to the SVG statements a pointer to a resource, wherein the resource includes
6 information pertaining to the object.
- 1 2. (Original) The method of claim 1, wherein the resource is a database and the
2 pointer includes a query for a data item in the database.
- 1 3. (Original) The method of claim 1, wherein the resource is a second document and
2 the pointer includes a location of an element in the second document.
- 1 4. (Original) The method of claim 1, wherein the binding comprises:
2 inserting into the document a reference to a document type definition for a binding
3 element with an attribute for referencing any resource; and
4 associating an instance of the binding element with the SVG statements, the instance
5 including the pointer.
- 1 5. (Original) The method of claim 1, wherein:
2 the object is one of a network device and a link between network devices;
3 the resource is a database of at least one of network devices and network connections
4 associated with a managed network; and
5 the pointer indicates a database element associated with the object.
- 1 6. (Original) The method of claim 1, further comprising:

2 creating and storing additional SVG statements in the document, the additional
3 statements associated with an other graphical representation of an other
4 object; and
5 binding the additional SVG statements to an other pointer to the resource, wherein the
6 resource includes additional information pertaining to the other object.

1 7. (Currently amended) ~~A method of using information about an object through a~~
2 ~~graphical interface as recited in Claim 1, the method further comprising the steps of:~~
3 presenting a graphical representation of the object based on the scalable vector
4 graphics (SVG) statements in a ~~the~~ document;
5 extracting ~~a~~ the pointer to ~~a~~ the resource from a binding element in the document, the
6 binding element associated with the SVG statements;
7 determining whether a user has selected the graphical representation of the object;
8 and
9 if the user has selected the graphical representation, then using information in the
10 resource based on the pointer.

1 8. (Original) The method of claim 7, wherein:
2 the binding element is defined in a document type definition; and
3 the document includes a reference to the document type definition.

1 9. (Original) The method of claim 7, wherein:
2 the method further comprises defining a style sheet which maps an area on a display
3 associated with the graphical representation to a link including the pointer to
4 the resource; and
5 said determining whether a user has selected the graphical representation comprises
6 determining whether a pointing device has placed a cursor over the area.

1 10. (Original) The method of claim 7, wherein:
2 the method further comprises providing statements in at least one of a scripting
3 language and a programming language, the statements mapping an area on a

4 display associated with the graphical representation to a link including the
5 pointer to the resource; and
6 said determining whether a user has selected the graphical representation comprises
7 determining whether a pointing device has placed a cursor over the area.

1 11. (Original) The method of claim 7, said using the information in the resource
2 comprising displaying the information to the user.

1 12. (Original) The method of claim 7, said using the information in the resource
2 comprising launching a separate application to operate on the resource based on the
3 pointer.

1 13. (Original) The method of claim 7, wherein:
2 the object is one of a network device and a link between network devices;
3 the resource is a database of at least one of network devices and network connections
4 associated with a managed network; and
5 the pointer indicates a database element associated with the object.

1 14. (Currently amended) A method of ~~presenting information about an object through a~~
2 ~~graphical interface as recited in Claim 1~~, the method comprising:
3 retrieving a ~~the~~ document ~~including wherein the~~ scalable vector graphics (SVG)
4 statements are associated with a first graphical representation of the object;
5 extracting a ~~the~~ pointer to a ~~the~~ resource from a binding element in the document, the
6 binding element associated with the SVG statements;
7 retrieving information from the resource based on the pointer;
8 modifying the SVG statements based on the information; and
9 presenting a second graphical representation of the object based on the SVG
10 statements after said modifying.

1 15. (Original) The method of claim 14, wherein:
2 the information retrieved from the resource includes current status of the object; and

3 the second graphical representation indicates the current status of the object.

1 16. (Original) The method of claim 15, wherein:
2 the object is one of a network device and a link between network devices;
3 the resource is a database of at least one of network devices and network connections
4 associated with a managed network; and
5 the pointer indicates a database element associated with the object.

1 17. (Original) The method of claim 14, wherein:
2 the binding element is defined in a document type definition; and
3 the document includes a reference to the document type definition.

1 18. (Original) The method of claim 14, said modifying the SVG statements
2 comprising:
3 inserting an anchor for a hyperlink to another resource; and
4 inserting the second graphical representation of the object into the anchor.

1 19. (Original) The method of claim 18, said modifying the SVG statements further
2 comprising including in the hyperlink at least a portion of the information retrieved
3 from the resource based on the pointer.

1 20. (Original) The method of claim 18, wherein the second graphical representation
2 is the same as the first graphical representation.

1 21. (Original) The method of claim 18, said modifying the SVG statements further
2 comprising removing the binding element from the SVG statements.

1 22. (Original) The method of claim 18, said modifying the SVG statements further
2 comprising removing the SVG statements that form the first graphical representation
3 of the object.

1 23. (Currently amended) A computer-readable medium carrying one or more sequences
2 of instructions, wherein execution of the one or more sequences of instructions by one
3 or more processors causes the one or more processors to ~~provide information about an~~
4 ~~object through a graphical interface, the instructions comprising:~~
5 ~~scalable vector graphics (SVG) statements in a document, the SVG statements~~
6 ~~associated with a graphical representation of the object; and~~
7 ~~a binding element associated with the SVG statements, the binding element including~~
8 ~~a pointer to a resource, wherein the resource includes information pertaining~~
9 ~~to the object~~perform the steps recited in any of Claims 1, 2, 3, 4, 5, 6, 7, 8, 9,
10 10, 11, 12, 13, 14, 15, 16, 17, 18, 29, 20, 21, or 22.

1 24. (Canceled) ~~A computer-readable medium carrying one or more sequences of~~
2 ~~instructions for using information about an object through a graphical interface,~~
3 ~~wherein execution of the one or more sequences of instructions by one or more~~
4 ~~processors causes the one or more processors to perform the steps of:~~
5 ~~presenting a graphical representation of the object based on scalable vector graphics~~
6 ~~(SVG) statements in a document;~~
7 ~~extracting a pointer to a resource from a binding element in the document, the binding~~
8 ~~element associated with the SVG statements;~~
9 ~~determining whether a user has selected the graphical representation of the object;~~
10 ~~and~~
11 ~~if the user has selected the graphical representation, then using information in the~~
12 ~~resource based on the pointer.~~

1 25. (Canceled) ~~A computer-readable medium carrying one or more sequences of~~
2 ~~instructions for presenting information about an object through a graphical interface,~~
3 ~~wherein execution of the one or more sequences of instructions by one or more~~
4 ~~processors causes the one or more processors to perform the steps of:~~
5 ~~retrieving a document including scalable vector graphics (SVG) statements associated~~
6 ~~with a first graphical representation of the object;~~

7 ~~extracting a pointer to a resource from a binding element in the document, the binding~~
8 ~~element associated with the SVG statements;~~
9 ~~retrieving information from the resource based on the pointer;~~
10 ~~modifying the SVG statements based on the information; and~~
11 ~~presenting a second graphical representation of the object based on the SVG~~
12 ~~statements after said modifying.~~

1 26. (Currently amended) A computer apparatus comprising:
2 one or more processors; and
3 a computer-readable medium coupled to the one or more processors, the computer-
4 readable medium containing one or more sequences of instructions, wherein
5 execution of the one or more sequences of instructions by the one or more
6 processors causes the one or more processors to provide information about an
7 object through a graphical interface, the instructions comprising:
8 scalable vector graphics (SVG) statements in a document, the SVG statements
9 associated with a graphical representation of the object; and
10 a binding element associated with the SVG statements, the binding element
11 including a pointer to a resource, wherein the resource includes
12 information pertaining to the object perform the steps recited in any of
13 Claims 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 29, 20,
14 21, or 22.

1 27. (Canceled) ~~A computer apparatus comprising:~~
2 ~~one or more processors; and~~
3 ~~a computer-readable medium coupled to the one or more processors, the computer-~~
4 ~~readable medium containing one or more sequences of instructions for using~~
5 ~~information about an object through a graphical interface, wherein execution~~
6 ~~of the one or more sequences of instructions by the one or more processors~~
7 ~~causes the one or more processors to perform the steps of:~~
8 ~~presenting a graphical representation of the object based on scalable vector~~
9 ~~graphics (SVG) statements in a document;~~

10 ~~extracting a pointer to a resource from a binding element in the document, the~~
11 ~~binding element associated with the SVG statements;~~
12 ~~determining whether a user has selected the graphical representation of the~~
13 ~~object; and~~
14 ~~if the user has selected the graphical representation, then using information in~~
15 ~~the resource based on the pointer.~~

1 28. (Canceled) ~~A computer apparatus comprising:~~
2 ~~one or more processors; and~~
3 ~~a computer readable medium coupled to the one or more processors, the computer-~~
4 ~~readable medium containing one or more sequences of instructions for~~
5 ~~presenting information about an object through a graphical interface, wherein~~
6 ~~execution of the one or more sequences of instructions by the one or more~~
7 ~~processors causes the one or more processors to perform the steps of:~~
8 ~~retrieving a document including scalable vector graphics (SVG) statements~~
9 ~~associated with a first graphical representation of the object;~~
10 ~~extracting a pointer to a resource from a binding element in the document, the~~
11 ~~binding element associated with the SVG statements;~~
12 ~~retrieving information from the resource based on the pointer;~~
13 ~~modifying the SVG statements based on the information; and~~
14 ~~presenting a second graphical representation of the object based on the SVG~~
15 ~~statements after said modifying.~~

1 29. (Currently amended) An apparatus for providing information about an object
2 through a graphical interface, the apparatus comprising:
3 ~~a means for providing scalable vector graphics (SVG) statements in a document, the~~
4 ~~SVG statements associated with a graphical representation of the object; and~~
5 ~~a means for providing a binding element associated with the SVG statements, the~~
6 ~~binding element including a pointer to a resource, wherein the resource~~
7 ~~includes information pertaining to the object means for performing the~~
8 ~~functions recited in the steps of any of perform the steps recited in any of~~

9 Claims 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 29, 20, 21, or
10 22.

1 30. (Canceled) ~~An apparatus for using information about an object through a graphical~~
2 ~~interface, the apparatus comprising:~~

3 ~~means for presenting a graphical representation of the object based on scalable vector~~
4 ~~graphics (SVG) statements in a document;~~

5 ~~means for extracting a pointer to a resource from a binding element in the document,~~
6 ~~the binding element associated with the SVG statements;~~

7 ~~means for determining whether a user has selected the graphical representation of the~~
8 ~~object; and~~

9 ~~means for using information in the resource based on the pointer, if the user has~~
10 ~~selected the graphical representation.~~

1 31. (Canceled) ~~An apparatus for presenting information about an object through a~~
2 ~~graphical interface, the apparatus comprising:~~

3 ~~means for retrieving a document including scalable vector graphics (SVG) statements~~
4 ~~associated with a first graphical representation of the object;~~

5 ~~means for extracting a pointer to a resource from a binding element in the document, the~~
6 ~~binding element associated with the SVG statements;~~

7 ~~means for retrieving information from the resource based on the pointer;~~

8 ~~means for modifying the SVG statements based on the information; and~~

9 ~~means for presenting a second graphical representation of the object based on the SVG~~
10 ~~statements after said modifying.~~